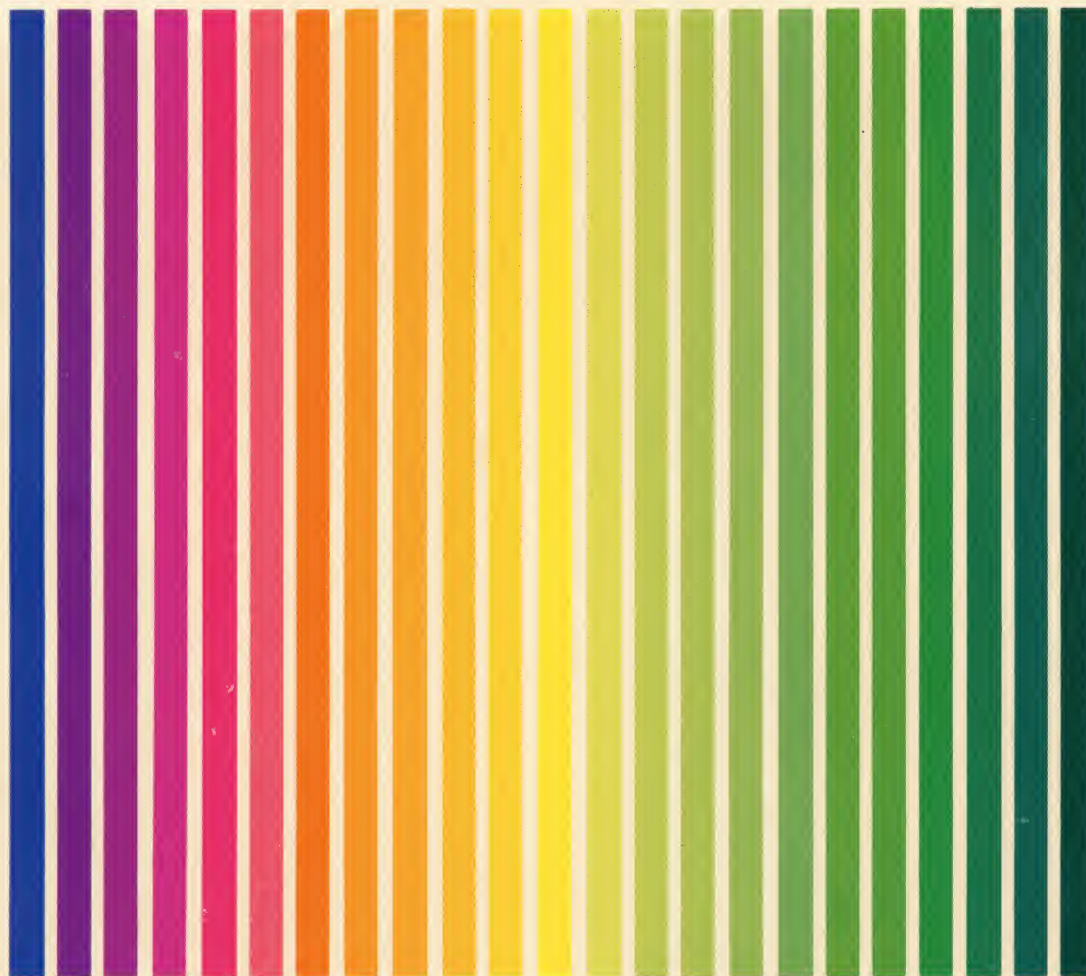


APX ATARI® PROGRAM EXCHANGE



Hung Pham

GAME SHOW

Predict the most popular answers to questions

Diskette: 24K (APX-20168)

User-Written Software for ATARI Home Computers

GAME SHOW

by

Hung A. Pham

Program and Manual Contents ©1982 Hung A. Pham

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INTRODUCTION

OVERVIEW

Welcome to the GAME SHOW! Just like a widely known television program, GAME SHOW tests your ability to predict the most popular answers to various questions. First, a question scrolls across the bottom of the screen. You compete against another player for the right to guess the most popular answers within the time limit you've decided on. If you guess the most popular answer, you can try to guess all the correct answers before three misses, or you can elect for your opponent to try. If you miss a question, your opponent gets a chance. As you enter your guesses, correct answers display in their appropriate order and you earn points. Play continues through a set of ten questions. You win if you have more points at the end of the set.

GAME SHOW comes with 200 questions and 1155 answers. When you start recognizing the questions, you can create a separate data diskette of your own set of questions and answers, and print them.

REQUIRED ACCESSORIES

24K RAM
ATARI BASIC Language Cartridge
ATARI 810 Disk Drive
Two ATARI Joystick Controllers

OPTIONAL ACCESSORIES

ATARI printer or equivalent 80-column printer
Blank formatted diskette

CONTACTING THE AUTHOR

Users wishing to contact the author about GAME SHOW may write to him at:

2722 Madison
Topeka, Kansas 66605

or call him at:

(913) 235-6695

GETTING STARTED

LOADING GAME SHOW INTO COMPUTER MEMORY

1. Insert the ATARI BASIC Language Cartridge in the (Left Cartridge) slot of your computer.
2. Plug your Joystick Controllers into the first and second (the two leftmost) controller jacks at the front of your computer console.
3. Have your computer turned OFF.
4. Turn on your disk drive.
5. When the BUSY light goes out, open the disk drive door and insert the GAME SHOW diskette with the label in the lower right hand corner nearest you. (Use drive one if you have more than one drive.)
6. Turn on your computer and your TV set. The program will load into computer memory and start.

THE FIRST DISPLAY SCREEN

The first display is as follows:

```
WELCOME TO THE GAME SHOW
PRESS START TO PLAY GAME
PRESS OPTION FOR OTHER FEATURES
```

To begin playing GAME SHOW using the questions already in the program, press the START key. The OPTION key gives you the chance to enter some questions of your own, creating your own data file. This option is covered later in this manual.

When you press START to play the game, the program asks you to specify a time limit in seconds. Do you want a fast-moving game, or do you want plenty of time to think? Type in a number from 10 to 120, and press the RETURN key.

PLAYING GAME SHOW

FACE OFF

The following scoreboard displays on the screen!

```

XXXXXXXX
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
X  *  XXXXXX  XXXXXXXXXXXXXXXXXXXX
XXXXXXXX  SINGLE  XXXXXX
X  X  X  X  X
XXXXXX  XXXXXX
X  1. XXXXXXXXXXXX  ***  X
X  2. XXXXXXXXXXXX  ***  X
X  3. XXXXXXXXXXXX  ***  X
X  4. XXXXXXXXXXXX  ***  X
X  X  X
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX

```

QUESTION #1

NAME AN UGLY ANIMAL

Figure 1 FACE OFF Screen Display

A question scrolls across the bottom of the screen (such as "Name an ugly animal" in Figure 1, above). When the words "GO FOR IT!" display above the scrolling question, players compete for the right to answer first. Whoever presses his joystick button first wins the right to answer. An asterisk (*) always appears over the score box of the player whose turn it is, as in Figure 1.

The player who responds first answers the first question. If he's correct, the answer (and a number of points to the right) is uncovered on the screen (where the rows of asterisks appear in Figure 1), and he's the winner of the FACE OFF. Suppose the first player is wrong, or he gives an answer that's not the top one on the list. Then his opponent gets a turn. The player whose right answer is higher on the list (and therefore worth more points) wins the FACE OFF. If there's a tie in the number of points, the original player who pressed the joystick button first is the winner.

If either player jumps the gun by pushing the red trigger button before "GO FOR IT!" displays, he loses the FACE OFF.

GO OR PASS

The player who won the FACE OFF is in control. He has the choice to GO or PASS. On the screen, the correct answer he gave, his points and "GO OR PASS G/P" display, as in Figure 2:

```

XXXXXXXXX
XXXXXXXXXXXXXXXXXXXX 7 XXXXXXXXXXXXXXXXXXXXX
X  *                XXXXXX                      X
XXXXXXXXX          SINGLE                      XXXXXX
X      X                X      X
XXXXXXXXX                XXXXXX
X   1. XXXXXXXXXXXX          XXX      X
X   2. PIG              7      X
X   3. XXXXXXXXXXXX          XXX      X
X   4. XXXXXXXXXXXX          XXX      X
X                                     X
XXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXXX
GO OR PASS G/P

```

Figure 2 Taking a Turn

If he chooses to go, by typing "G", he tries to give all the correct answers himself. If he passes, the other player has to try to give all the correct answers. His goal is to keep guessing correctly until all the answers and the points for them are uncovered. Then he wins the score for the whole question. For example, Figure 2 shows that the first player has correctly answered the question with the word "pig". That answer is worth seven points.

STRIKES

If a player gives a wrong answer, he gets a "strike." A symbol for a strike(**) displays in place of the "GO OR PASS G/P" in Figure 2, above. Three strikes means he's out—and the asterisk moves to his opponent's box.

STEALING

If one player gets three strikes, his opponent has a chance to "steal" all the points for that question. All he has to do is give one right answer. Then even if the first player has earned all the points for the questions so far, the stealing player gets the whole score. There are no partial scores awarded in GAME SHOW— it's all or none!

Perhaps the stealing player won't get away with it, and

gives a wrong answer. Then the first player gets all the points.

SCORING

Whenever a player gives a correct answer, the points for that answer are revealed to the right of the answer, as in Figure 2, above. Each question may be for a different number of points. At the top center of the scoreboard, the total of all the points for that question displays. After each question is over, the winning player's score, shown in his box on the right or left is increased by that total. For each question, one player wins all the points.

The example in Figure 2 shows that the answer "pig" is worth 7 points. The answer above it is worth 7 or more; answers below it are worth 7 or less. Values are always listed in descending order.

The number of points for each question is multiplied by the bonus factor before it's added to the score for that question. The bonus factor can be single, double, or triple. It displays on the scoreboard for each question, as in Figure 2, above. For example, if an answer turns out to be worth 14, and the word DOUBLE displays on the scoreboard, then the winner earns 28 points for that answer.

The bonus factors are as follows:

- Question #1 through #6 SINGLE (x1)
- Question #7 through #9 DOUBLE (x2)
- Question #10 TRIPLE (x3)

The maximum score for a game is 1500 points.

HINTS

Give short answers (but not less than 3 characters long).

Example: PHONE instead of TELEPHONE
BEACH instead of GO TO THE BEACH

If the answer is a noun, try the singular form.

Example: MOUSE instead of MICE

If the answer is a verb, try the simplest form, without suffixes:

Example: SWIM instead of SWIMMING or SWIMS

ENDING THE GAME

A complete game is 10 questions. The winner is the player with the higher score. After 10 questions, the program asks you if you want to play another game. If you type "Y", the game begins again. If you type "N", the READY prompt displays.

CREATING YOUR OWN GAME

After you've played GAME SHOW enough times, you might begin to recognize the questions you've answered before. You might want to put in some of your own--questions about a family member to play on his birthday, for example, or questions about a specialized interest or hobby. GAME SHOW gives you a chance to create a data file of your own questions. Here's what you do.

When the first display (see page 2) welcomes you to GAME SHOW, press the OPTION key. The following menu then displays:

1. PLAY GAME USING YOUR DATA FILE
2. ADD DATA
3. DISPLAY FILE
4. PRINT FILE
5. LEAVE MENU

Select one option by typing a number from 1 to 5.

PLAY GAME USING YOUR DATA FILE

Type "1" to choose this option. It allows you to play the game using your own file of questions. GAME SHOW takes you through a game exactly like the ones you've played before, but using the questions you made up.

(Note. You must have your own data file before you can use this option. If you haven't created your own file yet, select option 2 from the menu first.)

The first screen display is as follows:

```
INSERT DISKETTE WITH YOUR DATA FILE IN DRIVE 1  
THEN HIT RETURN
```

Remove the GAME SHOW diskette and insert the diskette containing the file you've prepared in drive 1 and close the door. Then press the RETURN key. The program asks you to specify the time limit in seconds. Type in a number from 10 to 120. You have a short wait while the program loads. Then the game begins, in just the same way as the preset game.

ADD DATA

Type "2". Remove the GAME SHOW diskette and insert a DOS-II formatted diskette in the disk drive (Drive 1). It's a good idea to save one diskette exclusively for this purpose.

The first time you use this option, and whenever you're starting a new diskette, the following displays:

```
*** NO FILE FOUND ***  
TYPE "Y" TO CREATE FILE OR HIT RETURN?
```

If you press the RETURN key, the program will return to the menu. Type "Y" and press the RETURN key to set up your own question for the game. You have a short wait before the program tells you the following:

```
FILE CREATED SUCCESSFULLY  
HIT RETURN TO START ADDING DATA
```

When you press the RETURN key, the program asks you for some information about the questions you want to enter. First, you must number the questions. You must begin with number 1 and go up consecutively, without leaving any numbers out. GAME SHOW keeps track of the last number you used, and reminds you of this so that you can continue to number correctly, as in the following display:

```
HIGHEST QUESTION NUMBER USED: 0  
QUESTION NUMBER?
```

Reply by typing "1" the first time you use this option. Later, if, for example, the highest question number used is 5, type in "6".

Next you have the chance to write the questions you'd like to have the contestants answer. The screen display is as follows:

```
TYPE IN QUESTION?
```

Remember that the question can't be longer than 50 characters. (A character is a letter, space, or mark of punctuation.) If you type in more than 50, GAME SHOW just cuts off the question at 50, and the last part of your question is lost.

Next you decide how many answers you'll accept for that question. The program prompts you as follows:

NUMBER OF ANSWERS?

Type a number from 3 to 7 to reply.

The next prompt displays:

ANSWER #1

First type the answer your program will accept. It must be from 3 to 12 characters long. If you type more than 12 characters, the program just cuts off the last letters. The prompt following each answer you give is:

POINTS?

Divide the points among your answers any way you like, as long as they all add up to 100 or less.

If you make a mistake, such as typing in a letter after the POINTS? prompt, the following displays on the screen:

BAD INPUT DATA. TRY AGAIN.

Then you can begin entering the whole question again. If you ever want to change a question, just reuse the number you gave that question. You can do this at any later time you want to work on your data diskette. The new information supersedes the old. When you've finished each question, you make the following choice:

TYPE 'E' TO END OR HIT RETURN

If you type "E" and press the RETURN key, the menu displays. If you simply press the RETURN key, you begin to enter a new question. When you're finished, GAME SHOW automatically saves your new file.

DISPLAY FILE

Use this option to display the file you've created on the screen. Type "3". The following prompt displays:

INSERT DISKETTE WITH YOUR DATA FILE IN DRIVE 1
THEN HIT RETURN

Make sure you've inserted your data diskette in the disk drive before you press the RETURN key. (If you accidentally insert the GAME SHOW diskette, the "NO FILE FOUND" prompt will display.) The program reminds you what the highest question number you used was, and asks you where you'd like it to begin printing:

HIGHEST QUESTION NUMBER USED (number)
START AT QUESTION NUMBER?
STOP AT QUESTION NUMBER?

After you've typed in the numbers of the first and last questions you'd like to examine, the program begins to list them on the screen. You see each question, all its answers, and the points for each answer.

PRINT FILE

This option is exactly like option 3 above (DISPLAY FILE), except that you can print your questions and answers on paper. Type "4". Before you begin answering the same questions, the program prompts you to get your printer ready and then press the RETURN key.

LEAVE MENU

Use this option when you've finished working on your question file. Type "5". The program displays the game's welcome message.

DUPLICATE THE DATA DISKETTE

It's a good idea to make a copy of the diskette you used to make your data file of your own questions. Type DOS to display the Disk Operating System (DOS) menu and select option J (Duplicate Disk). You can use this option with a single disk drive by manually exchanging source (the diskette you used to create the file) and destination (the new DOS-II formatted diskette) until the duplication process is complete.

You can also use this option with multiple disk drive systems by inserting source and destination diskettes in two different drives and letting the duplication process

· proceed automatically. (Note. This option copies sector by sector. Therefore, when the duplication is complete, any files you've previously stored on the destination diskette will have been destroyed.)

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Review Form

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many of our authors are eager to improve their programs if they know what you want. And, of course, we want to know about any bugs that slipped by us, so that the author can fix them. We also want to know whether our

instructions are meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program.

2. If you have problems using the program, please describe them here.

3. What do you especially like about this program?

4. What do you think the program's weaknesses are?

5. How can the catalog description be more accurate or comprehensive?

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program:

- _____ Easy to use
- _____ User-oriented (e.g., menus, prompts, clear language)
- _____ Enjoyable
- _____ Self-instructive
- _____ Useful (non-game programs)
- _____ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

8. What did you especially like about the user instructions?

9. What revisions or additions would improve these instructions?

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

11. Other comments about the program or user instructions:

From

STAMP

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[seal here]

